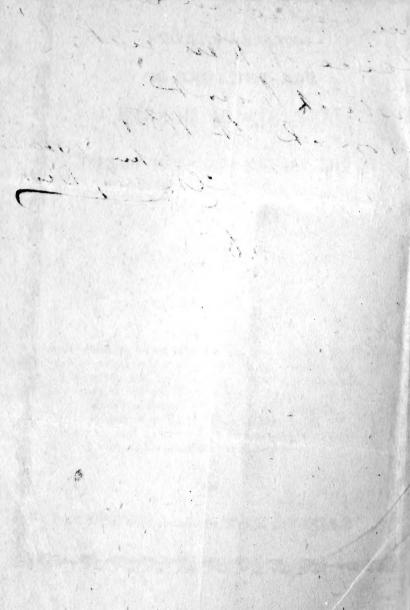
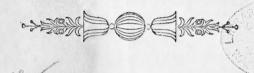
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SOVEREIGN REMEDIES

FOR THE CURE OF DISEASES OF HORSES.

IN THE VARIOUS STAGES OF DISEASE.



This Work contains a full and complete list of Infallible Reme dies for the Cure of all the Diseases to which Horses in this climate are liable, together with the various and multiplied Symptoms attending said Diseases in their different stages. This Work will also contain Directions for the Surgical Treatment of Horses; and their management, both in harness and under the saddle

BY

SAMUEL RAY & A. J. HUNTER.

ROBARD SER ROLD SE

Entered according to the act of Congress, in the year 1854, by SAMUEL RAY and A.J. HUNTER, in the Clerk's Office of the District Court of the United States, for the District of Kentucky.

PETRICIAL DA TEMPERATURA

W. W. SMITH, BOOK & JOB PRINTER, GLASGOW, KY.

PREFACE.

The Authors of this pamphlet have been induced to bring before the public a small work, treating on the diseases of horses and cattle, so that every farmer and stock grower may have a safe and constant guide at hand. This little book will be filled up with the symptoms of diseases; and, we feel safe in recommending those receipts before the public, as we have practiced them sufficient to guarantee for the many cures performed by them. We are aware, the public have been imposed on by worthless receipts, pamphlets, and so on. We do not wish to be considered importunate in recommending our own cherished experience, but we feel safe in saying that our small pamphlet is beyond the reach of criticism. We court an investigation of its pages and remedies, and base our confidence alone upon the success of our remedies, hitherto wholly unknown.

PHEE'ACK.

The Authors of this namehet by to been induced to bring before the public a small work, reading be the discusses of berses and cattle, so the every farmer and stock grower may have a safe and constant guide at hand. This into book will be filled on with the symptoms of discussing into book will be filled on with the symptoms of discussing the leaking is a necessity of the many on we have practiced them soldwient to guarantee for the many ourse performed by them. We me award the nather the name of the book of the worthess sereibles pumphiets, and soon. De do not you not consider the constant of the c

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METHOD OF GENTLING HORSES.

The horse is naturally an affectionate and mild animal; and the only reason why he is not as docile and tractable as the dog, is because the same system of management is not adopted in his education. The Arab, who fondles on his horse as he would his child, feeding him from his own hand and keeping him in the same tent with his family, is repaid in having an animal that he can govern at will by a word or sign—which will single him out from a thousand, and which will not desert him.

By our system, the wildest or most vicious horse may be made, in a

short time, as mild and gentle as the Arabian.

My secret in taming horses, it is to be observed, consists in the uniformity of order, and uniformity of all things, with that patience and mildness which removes fear and gives confidence in a man, Teach him to look for caresses and protection from your hand,—instead of injuries; feed and water him from your own hand, as the dog, rubing and patting him in the face, and talking kind to him, are the most effectual means of soothing the most vicious.

1. INDIVIDUALITY LARGE.—Great powers of observation—desire to

see and examine-accurate.

2. Form Large. -- Great memory of faces, form, shape and counternances.

3. Size Large. - Ability to judge of proportion, distance and size.

4. Weight.—Power of ballancing and preserving his equilibrium in different positions—aids to be sure-footed, as mules are more sure-footed than horses.

5. Color Large. -- Observes various colors, as you see all animals notice. You will find horses fear a green blanket after the use of a

white one.

6. Order Large.—Love of order and arrangement, as you see horses go into any stable, if things remain in their usual places, and refuse to be rubbed against the hair.

7. NUMBER LARGE.—You see the horse, after doing the same things three or four times, is willing to continue the same, and is apt to drink

the same number of swallows of watter; some 30, others 40, but if not

very dry, 15 or 20.

3. Locality Large.—Great memory of place and the positions of objects; have in the mind a kind of map of the country around, seldom lose themselves.

9. EVENTUALITY LARGE. - Great memory of passing avents and facts.

10. Time Large. -- Causes them to notice the time of the day to feed, the hour of the night to sleep, and the change of the weather.

11. TUNE LARGE. -- Notice various sounds, and if combativeness is

well developed, love the sound of drums, trumpets, guns, &c.

12. LANGUAGE LARGE.—Notice the sound of various words, as—come, go, who—and remember names. It is best to have horses hungry before you commence handling them, then take them off to themselves and give them half food, salt and water for three days; and, when they see you, they look for food and kindness. Every time you go to them give them something from your hand; then they will al-

short time, as mild and a

ways be kind to you.

To tame a horse that is perfectly wild, have him in a stable or paddock, and after clearing the premises of everything calculated to frighten him, (dogs, chickens, &c.,) drive him as gently as possible into a corner, and approach by degrees, that he may see there is no cause of alarm. If too skittish to let you handle him, take a rod 8 or 10 feet long, and rub him with it till somewhat gentle, and approach him gradually by shortening the rod. If the horse shows fight, and attempts to fly at you, as the wildest are apt to do; shaking a blanket in his face will effectually frighten him from his purpose. Soon as he will allow you to lay your hands on him, rub his face gently downwards, (not across or against the grain of the hair,) and as soon as he becomes reconciled to this, as you will perceive by his eye and countenance, rub his neck and back till you come to tail, repeating the operation several times, till he will permit you to handle his tail freely. You mnst rub him on both sides, as he may be gentle on one side and not on the other. You may now lead him out, calling to him in a soothing steady voice; and, in about 10 minutes, or less, he will follow you like a dog.

To teach a horse to lay down, before he learns to lead, put a loop over one of his forelegs, as if going to shoe him; he cannot get it off; then gently pull against the bridle, and he will stretch his head out and lay down. Soft ground should always be selected, then rub and pat him till you can sit on him or walk over him, rubbing his flanks and

and all other parts. A broke horse should be exercised; and his toot fastened up, then turn his head to one side and place water on the side upon which the foot is tied up. If he rears, the rope a round his waist

very tight, which will prevent it.

To break a horse to harness, you may commence by putting a rope over his back and letting the ends hang loose on his sides, then lead him about, harnessing him as above until he becomes satisfied you do not intend to hurt him; then put on the harness and pull gently on the traces. In a short time, by this kind of treatment, he will be prepared tor work. If inclined to kick, you may side-line him, and he cannot injure himself by plunging or kicking. Sometimes, side-lines will be necessary in breaking for the saddle; but then they are to be avoided if possible, by fastening a rope to his tail and pulling it round to the side. You may do much by fastening the tail between the legs, or a line on his back or side, as it prevents him from kicking you. You

may get a horse to start by pulling his tail to the side.

To brake a horse for the saddle, you may begin showing the blanket, tubbing him with it; throwing it on his back. In a short time you may lay the saddle on; and, after fondling for a few minutes, you may fasten it and ride with perfect safety. It is better, however, for some one to stand by his head at first, and keep him quiet, then to lead him along until all danger is over. If he is dangerous, he should be exercised in this way for some time, and left as he becomes more gentle in working. You can then manage him better. It is better to work a horse to make him very gentle; but, if this cannot be done, I would recommend the use of bitt and harness; that he may learn to be governed by the bridle. Be careful not to get his mouth sore. Put on, at first, a loose harness, and let it remain for some time. If the harness is tight it will make and unbroken horse sweat and faint. You may, in the case of a very vicious horse, side-line him.

To make a horse follow you.—You may make any man's horse follow you in ten minutes, or some minutes less. Go to the horse, rub his face, jaw and chin, leading him about, saying to him, Come along; any other words will answer, but a constant tone is necessary. Take him to himself, away from persons or horses; repeat rubbing, leading and stopping. Sometimes turn him around all ways, and keep his attention by saying, Come along. Put your arms round his neck, and whisper the words in his ear. With some horses it is important to whisper. It has a better effect in gentling them, and besides hides the secret. Keep as near the horse as possible, and at first do not

walk faster than he does. This process will cause any horse to follow. But if the animal has any injury in the face you had better put off the trial until it is well.

To accustom a herse to a Gun.—Commence showing your friendship by caressing as above detailed. Then snap a percussion cap with a pistol, and let the horse smell the smoke of gunpowder. At every explosion caress your horse till all fright is removed; then you may fire small reports over head, around and behind the horse until all is easy. If you have a very wild horse, place him in a stall or pen, so as to have him safe before you go through the above process. soon as you convince the horse that the explosion will not hurt him, you may fire a cannon and he will not budge. To accustom a horse to an umbrella you walk before with one opening and shutting it. Let him smell it and rubit over his head. Then get upon him gently, and open it, and ride him along until his fear is over. It is in all cases of breaking a horse of habit, better to take him to some new place away from home. At the place where a horse has been spoiled you will always find him unkinder than elsewhere. Horses will remember for years places and and habits good or bad. You must caress your horse on both sides, for a horse may be gentled on one side, and not on the other.

To manage a fighting or kicking Horse.—Put him in a stall or pen in which he cannot turn round, with slats through which you can put your hand, then commencing by rubbing him in the face and all over two or three times, raising his tail, and soothing by your voice. To shoe a horse, you must rub his legs gently, then tap one after another his fore and hind feet, saying to him, Foot, foot, until he will let you raise them. Hold them awhile, and place them gently down. Repeat until all fear is removed. In this way you may learn the most vicious to be shod without difficulty. All you wish a horse to learn ought to be done three or four times and repeated two or three

days in succession.

To break a Horse of shying or dodging.—Never strike him for offences of this kind. But when he scares get down, rub him in the face, lead him to the object of alarm, then back, then mount and ride to the object. Repeat this several times when your horse starts or shies, and he will soon overcome the habit.

If your horse is scary about crossing bridges, lead him gently over several times till you convince him he may cross without being hurt.

To make a Horse stand still when you mount .- Get on and off seve-

ral times without suffering your horse to move out his tracks. After n few lessons your horse will wait till you start him yourself. Carriage horses will wait till you start them yourself. Carriage horses should in this way be broke to stand perfectly still until started by the driver.

To make a horse start who sulks in harness.—You pursue the same pian as with a contrary race horse, viz: After gentling him, turn his head to one side and speak to him kindly to come along. Should he not then move turn his head the other way and try him. I never yet with some of the worst horses have had to turn their head the third time.

To make a horse stand where you leave him.—The his head a little on one side to his saddle or tail. Some require a knot in the rein to the side as that will keep it in the place. When he moves, he must follow his head, and turning round will soon make him dizzy and stop. Horses fastened in this way cannot be stampeded or run off by wild horses. Hundreds are thus lost.

To make a wild horse kind to all.—Several persons must handle him, otherwise he is only broke to you, and you only can manage him.

Wear while breaking a horse the same colored harness.

Horses are observant of colors, and will not recognise you readily, in a different color from the one you last handled them in. If a horse lie down, and will not get up drive a stake in the ground and fasten him down for ten or twelve hours then loosen him, work him gently for about an hour; water and feed him. He will know better next time.

To manage a contrary race horse.—If he stops or sulks, go to him, speak to him kindly, and rub him down the face. Use the bridle no more than you can help. Turn his head gently to the right or to the left, and you will never have to turn his head this way more than three times before the sulkiness will disappear, and he will be willing to start. Then continue rubbing him in the face, talking to him as in other cases, and keeping him quiet by leading him about, using the same soothing tone of voice till the time for starting. Make him stand in one spot by rubbing him in the face. If he frets lead him away and then back to the same spot until he remains quiet at that spot. Some three or four times will do. If you have a race horse that flies the track you may break him of it by blindfolding im on the side he flies the track, and practice so for some time, or you may run him occasionally the contrary way round the track from the way

he is accustomed to run. Some horses run unkindly under the spur. Most race horses are whipped too much. If you whip, strike different parts of the horse's body. Many need only encouraging by

the voice; and if trained to obey it, it answers all purposes.

If you are on a prairie you may make your horse feed all night by blindfolding him—when he will not run off. A horse that slips his bridle may be prevented by driving some small tacks through the headstall, so that when he pulls back, they will stick him. He will not try more than twice, and the memory of his failure will deter him afterwards.

If a horse is wanted for a long race or journey, select one with a long body for a long race and one with a short body for a short race.

To gentle a horse or mule take the oil of rhodium, oil of annis, oil of spike, three equal quantities, and let them smell it from a vial or from your hand. In all cases rubbing and patting the animal as above described.

Another is to take from the leg the scurf or chesnut. Pulverise, put it in a quill and blow in each nostril some three or four times. It makes him kind to you.

The Spanish method of gentling horses is to milk in your hand the mare's milk. You mix it with salt, and let them lick it from your hand. By doing this some three or four times, he will become fond of you.

The Virginia plan is to sicken a horse by giving him one or two

pounds fat bacon.

The whip can be used to make a horse come to you by whipping him over the thighs or hips, so that he will turn his face toward you to clear his hips. Yet he is always fearful; when in a pasture will

run from you.

Receipt for taming horses.—One pound of oatmeal, quarter pound honey, half pound laurence made into a cake and baked. Put the cake into your bosom and keep it there until it swets, and when the horse has fasted twelve or twenty-four hours, give it to him to eat, then use him.

Another is to give the horse sickening medicine; then use him. I have used tobacco by putting it in the mouth or on the skin. The juice is too strong and will kill. You should wash him in water or swim him.

To make horses used to steam engines or carriages.—Take him to the place by leading him, rubbing on the face and so forth. Remain there for some ten minutes; then repeat and stand where they pass

for three or four times, and by such treatment he will soon get over all shyness. Take him where wagons stand or where many are pass

ing, some three or four times the same day if possible.

If a horse balks.—Arrange it so as to start the team independent of him. Drive fifteen or twenty yards and stop, start again in the same manner and stop again. Every time you start touch him lightly with the whip. After a tew trials of this kind he will pull true and kindly.

Manner of standing a horse.—A horse should stand with his feet well under him, as he is more free in his motion, will be clear footed, and will get down hill and over rough ground well. If a horse stands with one fore foot out, it is occasioned by a strain in the shoulder or the sweeney. When he is foundered, you will see him endeavor to hold himself up by his hind legs fore feet out.

If you suspect string halt or spavin, take him into water, if he has

any defect it will show.

Be cautious of a horse that is cowbellied: That has his body not well lined with ribs, as the body is thin, and will shake in tast motion, give the cholic, scours and founder. Select a good chest and body, supported by the ribs. In conclusion I would say to horse breeders, be kind and gentle to your foals, and you will seldom have vicious horses to tame.

I will append some rules for judging the forms of a horse, for the old maxim is a good one: that blood is blood, but form is superiority. The horse to be perfect should in three things resemble each of the following animals. 1st. A woman in wide chest, plump quarters, and long hair. 2. A lion in boldness, stateliness and fire. 3. A bull in wide chest, plump quarters and long hair. 4. A mule in hoof, strength and perseverence. 5. A deer in head, legs and hair. 6. A sheep in face, patience and mildness. 7. A wolf in breast, loin and lap. 8. A fox in her tail and trot. 9. A cat in walk, action and leap. 10. A snake in sight, memory of supleness.

To gentle cattle.—You will apply to the nose a mixture of the oil of spike and oil of rhodium, oil of annis as spoken of in the case of horses in a phial, or on your hdkf; and in twenty or the ty minutes you will see them quiet. It is necessary to rub and pat them often, after they are quiet. You may in one hour work the ox and milk the cow. I find it applicable to all the animals I have seen,

Diseases of the horse and the cure. — The following are the west common diseases of the horse with their remedies. Most disease.

show themselves in a horse's eyes and coat. If his eye is dull and watery and his cote ruff and dead to the touch the animal is diseased.

Big Head.—In this disease the face wives on the parts affected. They are the two ligatures that play up and down on each side of the nose. When a horse uses his lips, they are to be cut where they leave the eyes and where they terminate at the nose and withdrawn at the upper cut.

Big Jaw.--You find the cords affected as in the big head. Treat them as in that case. You may find his shoulders stiff, if so treat

him as in sweeny.

Blind Staggers—Caused by eating unsound corn or hay, and which drives blood to the head and affects the eyes and stomach. Cured by bleeding from the tail from one to two gallons of blood. Then give an active purge and injection, Bruises, if bad.—Bleed and bathe four times a day in cool water, to cool the parts. Exercise as

little as possible in all cases of sores.

Cholic—Caused by want of Digestion,—excited fever.—quick pulse, sweating and swelling. Cured by bathing with cold water. If the eyes are inflamed, bleed. Cause them to sneeze by taking in your mouth some salt and blowing in the nose. If water is not to be found you may relieve the horse by burning cotton or cotton rags under his nose so as to cause him to sweat. Sprinkle some dust on the cotton to prevent it from burning too fast. Cause free action on the bowels.

Cool Distemper—As known by swelling under or about the jaws and cough.—Cured by bleeding from the neck as much as the horse will bare from half to two gallons, and repeat if not better till the third day. Give a mash of scald oats, bran or meal, half gallon well mixed in a trough, so as not to cause him to extend the head to the ground; as that would cause swelling.

Colas. - Caused by being warm, and rain on the horse for days, or

standing in mud. Cured by bleeding, washing and green food.

Eyes Moon Changing.—It is best to feed on light food and bleed cometimes. The toothe in front of the jaw teeth being extracted will give relief. You can do this with a hammer and punch. Eyes are sometimes inflamed by fine hairs on the inside of the lids; pulling them out gives relief.

Farcy is known by swelled spotches under the beily,—Cured by bleeding and washing, as in Distemper; which in all cases repeat ou

the third day if not amended.

Farcin is caused by a long run of the Surfeit.—Symptoms, issues from the the nostrils, some times from one, then from the other, and change of color. Cure,—As soon as you see the case, bleed freely and purge; give Cherry and Dog wood bark, and some times Columbia Poplar bark, beaten up fine in food; 4 doses for a man is enough for a horse. You may give it in small doses. Mind, repeat the bleeding once a week,

Fever is caused from want of change in food, want of, or too much, exercise.—Cured by rest, turning on grass, or bleeding; mash of scald-

ed meal and oats, 1 oz. of salt petre and sulphur.

Fistula is caused by a bruise, or sprain, or tight raining. Cured by raising the skin on each side of the neck, run a small hot iron through the skin, cause the crease to fall; that cures it. If it has been broken you may open the place, so as to get your finger in and you will find bubbles or something like eggs, which being removed it is cured.—Horses arched in the neck and mules never have this disease.

Founder.—As soon as you discover founder in your horse, wrap his legs in straw or b lankets and keep them in a sweat, by poring hot water on them, for one hour; if not relieved, bleed him in each fore foot only. Be careful not to open two orifices at once, as this will immediately stop the bleeding. The trog of the foot is sometimes bruised so as to cause lameness; it can be detected by pressing on that part of the foot. In a case where the frog is too flat, it should be trimmed and the horse shod.

Glanders is caused by a fly, which deposits its eggs in the nose of the hoise; the eggs hatch, form worms, which produce the bad smell. A cure can be effected by putting two cotton balls in the nostrils and setting fire to them. The horse either sneezes and throws them out or they are suffocated by the smoke. So soon as the burning is cured the horse is well. Horses have, within the nostrils, a small orifice into the head, which can be seen by opening the nostrils a little. It runs in the glanders. Examine before you purchase to see if free from matter.

Greazy Heels comes from the scratches and is hard to cure. Cure,

-Use cooper's vinegar as wash.

Gravel.—The horse rears up and appears defective in his loins, caused by costiveness—dung pressing on the neck of the bladder. Cure—Bleed and purge.

Hide Bound.—In this disease, the horse appears dull; his skin is tight on his bones. It is caused from the want of water and of food.

Bleed and give sassafras or spice wood tea in mashes. Slippery elm

is also good in this disease.

Hoof Bound.—In this disease the heels are contracted and the horse goes cripling. Shoe with a shoe of soft iron and rasp the hoof very thin in front; then, with the tongs, open the heel of the shoe a little. Keep the hoof greased and the disease will disappear. Many a horse has his shoulder cut and scarified when this is really the cause of lameness.

Hooks.—You may know by throwing the head up when the eyewasher will appear enlarged and nearly cover the eye. To cut them out side-line the horse and twist his nose; then run a needle and thread through the washer and, pulling it out, cut away the horny substance without cutting through the washer.

Lampers is caused by feeding on corn and want of cooling food.—
Horses never have it on grass. When it hurts a horse he rubs his tail
Cured by scraping the bars of the mouth a little. Never burn it; it is

useless and cruel.

Poison from Snake Bite.—This poison may be cured by wetting lobely and bind to the part; or, a cure may be effected by scraping the part and burning it slightly with gun powder.

Poison (known as milk sickness) is caused by wild food. Sometimes the horse will not complain until exercised. Do not exercise him, but

bleed freely four days, as much as he can bear, and all is well.

Poison of other kinds.—Some sects to vomit. I am at a loss for a

cure, but would recommend sweating and bleeding.

Scours is caused by eating grass that has not had sun enough to make it sweet and then too much exercise. Cure,—If the horse is discharging blood, bleed him a little and bathe in cold water, giving him dry food, with a piece of alum about as big as a plum, pounded in it

Scalls from Saddle or Gear. Wash well in cold water some 4 times a day, and bathe it until it is cool; and, in case it will not inflame or

matter, grease it at night.

For Scalls by Water .- Fine soap is good .

In Scratches the legs swell and crack and the hair comes off. Wash in copperas or bluestone water and exercise freely; or, clear the parts well with soap suds, and then grease with lard and sulphur.

Sore Tongue is known by the horse salivating and refusing to eat.

Bleed them; fasten some salt petre and alum on the bridle bitt.

Surfeit is known by the skin breaking out in small lumps. Bleed and mash as in Distemper.

Swincy is caused from strains—is most commonly in the shoulder. Cut through the skin at the lower part of its adherence to the bone and introduce a smooth paddle and raise the skin from the flesh wherever it adheres, then introduce about a thimble full of salt into the wound and keep the parts below greased, to prevent the matter which will run from exceriating the skin. Swiney in the hips is treated in the same way.

WATERING.—It is all important for their health to give horses good water. You see colts muddy the water when teething and horses stabled to mucater dirt, but it is only to purge them, as they wallow in

water to cool themselves when feverish.

For Wounds--Cuts and Snags-Bathe in cold water to keep the

swelling down and, at night, put on the sore some honey.

Worms or Botts may be known by the horse rolling and often looking round to his side stretching himself and some times swelling. Give new milk—from one to two galons. You never see the bott fly about cattle. Botts may be relieved by half pt tar and lard cake—a good purge.

Yellow Water.—Symptoms—Gums yellow, hair in main and tail comes out without the roots. Cure—Bleed freely, then give dogwood and cherry bark in the food, with alum and rausin, as they carry off the water. In all cases of disease, repeat the treatment until better.

The health of horses is greatly promoted by rendering them as comfortable as possible, and exarcise them gently night and morning from two to tour miles. The bowels act as soon as the horse comes to the air and moves about. They should not be kept standing too long in one position, as it is tiresome to them and injures their health. As a general rule, to preserve the health of your horse, you should either dry him, or turn loose to wallow in the dust to dry himself, as soon as you stop from a tide that raised the sweat. Most of the diseases of the horse are caused by the sudden check of perspiration he suffers in the capricious treatment he often receives. Horses in a state of nature are subject to few diseases. Indulge the horse as far as practical in his natural habits; of these, wallowing is the most healthful.

OF CATTLE AND SHEEP.—To cure cattle of sore throat.—As soon as you see your cows' eyes dull and watering and ears hang down, you

will bleed freely and bathe in cold water.

To Fatten an old Ox or Cow.—Bleed them treely; they will be thrifty SHEEP are subject to the rot, caused by the hole between the toesbeing stopped. Open them; they will be well in two days, some times sooner.

Every one receiving a copy of this publication must consider himself thereby tacitly pledging his honor not to divulge the secret of the management of horses.

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RECEIPTS FOR THE CURE OF DISEASES IN HORSES WHICH HAVE HITHERTO BEEN CONSIDERED INCURABLE!

For Big-head or Jaw.—Take half pint of Turpentine, one ounce of Camphor, one ounce Corrosive Sublimate, mix and let stand for a day and it is fit for use. Use about one table spoonful on each side of the head or jaw, bathe the parts well with a hot iron. Do this once a day until you use all the medicine; at the same time, commence giving Sulphur, about one quarter of a pound at a dose, until you give three or four pounds; do this every four or five days; bleed moderately every sixth day for five or six times, and keep your horse out of wet weather while doctoring him. This medicine is poison.

Pole Evil.—Use about the same quantity of the same medicine, always washing the sore well—if broke, with warm water and soap—before applying the medicine; bleed some three or four times and give

three or four doses of Sulphur, always bathing it with a hot iron.

For Bone, Bog, or Blood Spavin.—Make use of the same receipt and same quantity, omitting the bleeding and Sulphur, but bathe well especially for Bone Spavin.

For Foot Evil.—You will use the same medicine, omitting the bathing, keeping them out of wet weather or dew, and give three or four

doses of Sulphur and bleed two or three times.

For Ring Bone.—Use the same medicine and bathe the part well,

omitting the Sulphur and bleeding.

For Splint, Saddle Galls, or any hard bony substances arising from Kicks, Blows or Sprains.—Use the same medicine, omitting the bleed-

ing and Sulphur, but bathe well.

Fistula.—Take one half pint Turpentine, one ounce Camphor, one ounce Corrosive Sublimate, pulverized, mix and let stand for a day and it is fit for use. Use about two table spoonsful on each side and bathe well with a hot iron; do this once a day until you use all the medicine. Bleed on first, fifth and tenth mornings. Give three or four doses Sulphur.

For Swiney.—Take as many different kinds of grease as you can conveniently get, (one of which should be of the oldest bacon you can ob-

tain,) add to this one dozen pods Red Pepper; stew all together; then add one ounce of Camphor, three or four spoonsful of Turpentine, and

jub in well once or twice a day. Bleed on first and sixth days.

For Big Shoulder.— Take one pint of French Brandy and as much Aquafortis as will make it sour, so as to make it bite the tongue, then add ounce of Bluestone, one ounce Corrosive Sublimate, one ounce of Camphor, two vials Oil of Spike, one and a half gills Turpentine; mix all together and take a hair brush and rub it in. Do this two or three times, always bathing it well with a hot iron; do this every other day; bleed two or three times and give three or four doses Sulphur and keep them o ut of bad weather.

For Weak or Inflamed Eyes.—Take ten grains Calomel, two grains Red Percipitate; mix it well and add to this quantity one tea spoonful of fresh Butter; mix it well and put a small quantity in the eye with a feather once a day, using a wash at the same time made by adding one half ounce of Laudanum to one pint water. Bleed some two or three

times in eight or ten days.

For Glanders.—Make a sirong decoction of Tobacco boiled, we aken according to the symptoms, add one third pint of this to one pint of water and give this quantity every other day. Give your horse a quarter pound Sulphur every fourth or fifth morning until you use two or three pounds; bleed once a week for three or four weeks; at the same time, make weak tea of Burdock, Yellow Poplar and Sarsaparilla, let them be his constant drink.

For Founder.—As quick as you find your horse is foundered, bleed him in the neck in proportion to the greatness of the founder, then draw his head up and give him one pint of salt added to one quart of water, strained; then wet the edge of his hoofs with Turpentine.

For Bots.—Take one pint of new milk, one pint molasses and drench your horse; in some twenty minutes, give your horse one quart sage tea, warm as he can drink it; in one hour, give your horse one pint of

Linseed Oil

For Cholic.—In the first place, you will bleed your horse freely, then get half ounce of Laudanum, one gill of Whiskey, three spoonsful of Turpentine put them in a pint bottle and fill it with warm water and drench your horse.





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